

# Sprint 3 Retrospective

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## PURPOSE

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To reflect on the Sprint we undertook and identify possible roadblocks or bottlenecks to increase our productivity.

## RIGHTS

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This sprint was easily the most exciting sprint in the project. The team got to work on the AI as a team, suggesting different ideas of how to integrate the AI in the best way into our current system. Our SCRUM meetings focused on assigning issues and discussing new problems instead of coding. We followed an outline for the meetings to keep them under 30 minutes, our goal was to do 15-minute meetings, so everyone could focus more time on their assigned issues. In addition, we met up as a group several times to work on some bugs and difficult issues, because this was a more difficult sprint in terms of issue complexity.

## WRONGS

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In Sprint 3, we only had the AI left to implement. This task proved to be rather difficult due to the growing size of the project and the amount of interaction between classes. In hindsight, this task should have been worked on earlier due to the complexity of implementing minmax into a system with client server capabilities. This would have made debugging significantly less time consuming as the GUI adds a significant amount of time to test the feature in progress.

## CHANGES

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We focused on the AI as opposed to trying to implement animations. The reason behind this is the customer preferred a functional AI as opposed to having cool animations. If we did the project again we would have assigned the AI to an earlier sprint because it was discovered in Sprint 2 how important it was to the customer. The customer's requirements should have changed our approach. It should be noted that the assignees for issues were not strictly kept in this last sprint.

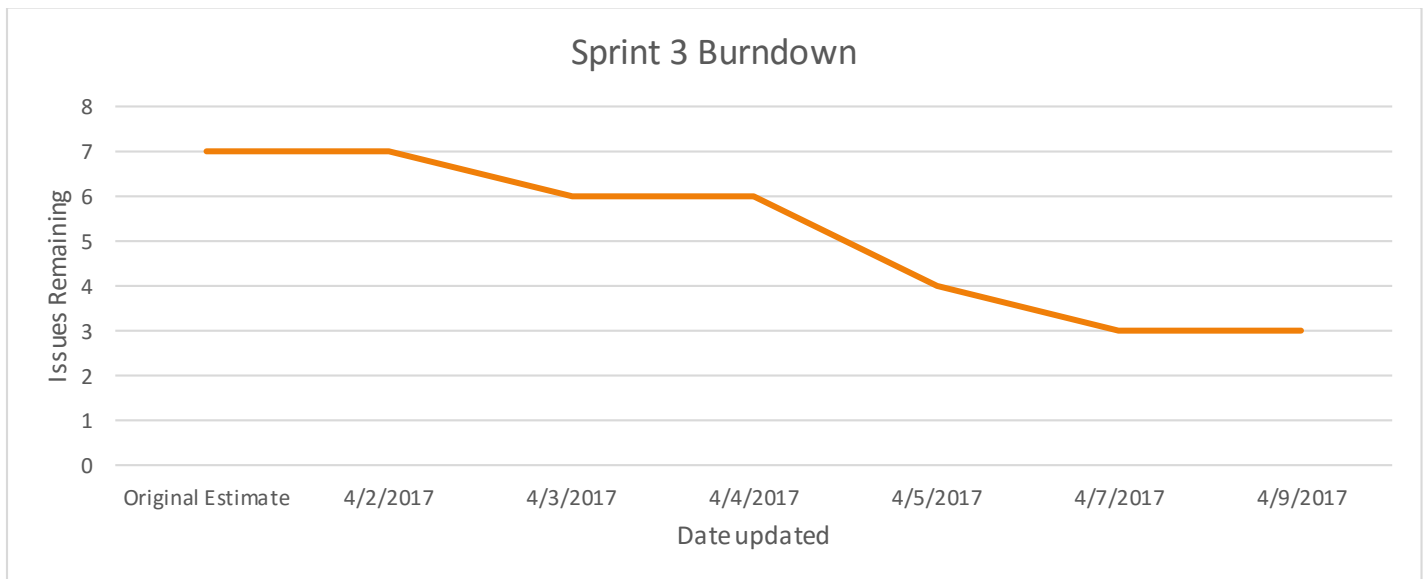
## PRODUCT BACKLOG

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ID	Product Backlog Item	Assignee	Priority	Difficulty	EST(Hrs)
15	Iterative deepening implemented	Jonathon	MID	HIGH	10
16	Alpha-beta pruning implemented across one level	Andrew	MID	HIGH	5
17	Alpha-beta pruning implemented across all levels	Andrew	MID	HIGH	3
20	Animate Seeds	Jonathon	MID	MID	5

## SPRINT 3 BURNDOWN

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## PRODUCT BURNDOWN

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